

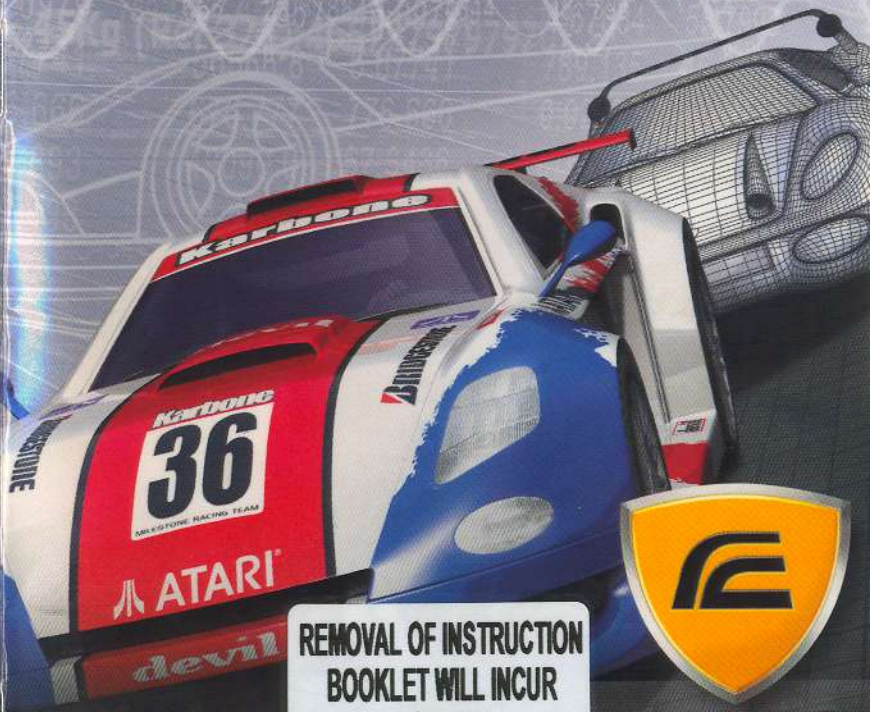


RACING evoluzione

DESIGN TO WIN

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XBOX



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Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitiveepileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television.

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when playing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

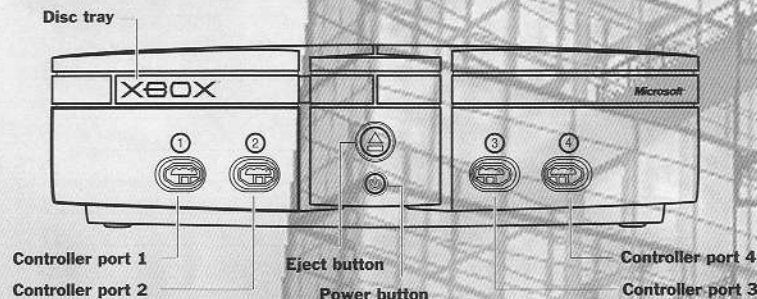
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Using the Xbox™ video game system

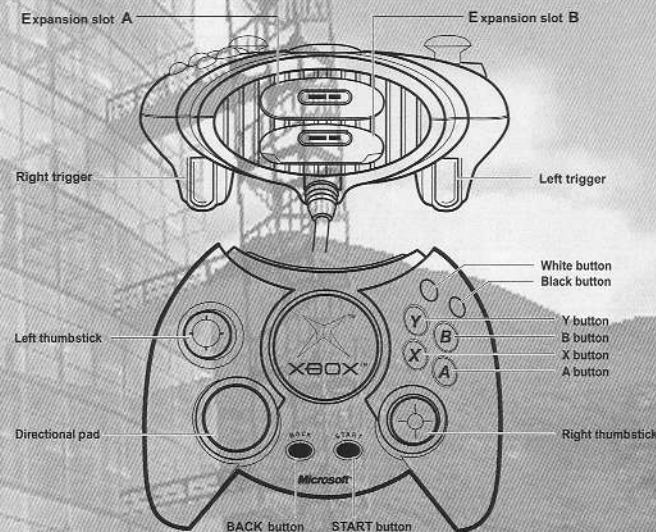


1. To install your Xbox™ video game system, follow the instructions in the Xbox™ Instruction Manual.
2. Press the power button; the status indicator light lights up.
3. Press the eject button to open the disc tray.
4. Put the RACING EVOLUZIONE disc in the disc tray, label facing up, and then close the tray.
5. Follow the on-screen instructions; consult this manual for further information on RACING EVOLUZIONE.

How to avoid damaging discs and disc drive

- Only insert Xbox™ compatible discs into the disc drive.
- Never use oddly-shaped discs such as those in the shape of a star or a heart.
- Never leave a disc in the Xbox™ console if you won't be using it for a long period of time.
- Never move the Xbox™ console while it's in use or while there is a disc inside.
- Never stick anything on the discs such as labels, stickers, and the like.

Using the Xbox™ Controller



1. Insert the Xbox™ Controller into a controller port on the front of the Xbox™ console. For multiplayer games insert additional controllers into the available controller ports.
2. Insert any expansion units (Xbox™ Memory Units, for example) into the controller expansion slots.
3. Follow the on-screen instructions and/or consult the Manual for further information on using the Xbox™ Controller in RACING EVOLUZIONE.

Use the Xbox™ interface to select the language you wish use in the game. For further information, read the section 'Initial Configuration' in the Xbox™ Instruction Manual.

Note: All saves are made to the Xbox™ hard disc.

Menu Controls

Left trigger	NA
Right trigger	NA
Y	NA
B	Erase/Back
X	NA
A	Confirm
White button	NA
Black button	NA
Right thumbstick	NA
START	Confirm
BACK	Erase/Back
Left thumbstick	Moving within the menus
Directional pad	Moving within the menus

Game Controls

Left trigger	Brake / reverse
Right trigger	Accelerate
Y	Rear-view mirror
B	Hand brake
X	Gear Up (if you choose manual gear)
A	Gear Down (if you choose manual gear)
White button	NA
Black button	Change camera
START	Activate / deactivate Pause Menu
BACK	NA
Left thumbstick button	NA
Right thumbstick button	NA
Left thumbstick	Steering
Directional pad	NA

You can change the configuration of your controller in the "Controller Settings" menu.

Dream Mode

This is the heart and soul of the game. Who hasn't dreamed of becoming the mastermind behind one of the world's top racecars? Guess what? RACING EVOLUZIONE is here to make that dream come true. You are to be designer, constructor and driver of your own racecar! "How!?" you're asking. Well, read on...

You can begin a new game or load a saved game. Each time you create a new car, the game is automatically saved.

In the beginning...

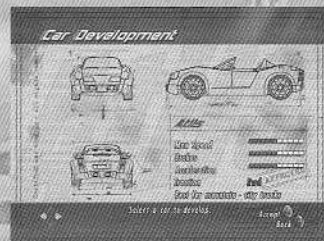
You've just bought this old garage for a song and your long-forgotten dream comes back to life. At first, the garage seems an abandoned wasteland but your engineer and racing partner Mike Collodo suddenly discovers some dusty old blueprints for a series of breathtakingly high-performance cars with spectacular designs!

Are you ready to take the bull by the horns? Do you want to see your own cars become the industry reference in all categories as your models join the pantheon of "legends" past and present!?

Mike is barely over the shock of this discovery as he hands you the prototype blueprints: look them over and choose one. All that's left now is to choose a name and a logo for your brand new company.

Mike can't wait to get started. Your best friend is set to put his extensive knowledge to work...

After six months of grueling work your first prototype is finally completed. Granted, there are too many tools lying around and the place could use a good dusting and a coat of paint but your main priority is to get in there and race. So for now use those shelves in the corner of the garage to put away the most important stuff.



It's on these shelves that you will find the different ingame Options available to you:

• Game Settings

Change several game options such as, Help Text, Track Map and Default Camera... (see: Options on page 20 and 21 for further details.)

• Controller Settings

Configure each button of the controller.

• Audio Settings

Adjust the sound, activate/deactivate the volume of the special effects, the music...

• Load Game

This screen allows you to load a game in progress. Press A and choose from one of the following:

- The current saved game: you begin after the race you just ran.
- Another saved game in Dream Mode

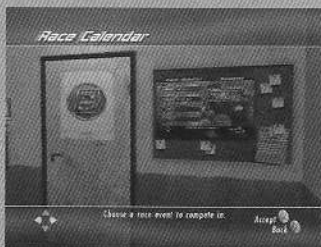


Note: The number of completed races appears on the Load screen.

Once you reach the Load screen use the Directional pad (up/down) to choose the game you wish to load and confirm by pressing A.

If you wish to Quit without loading a game, then press B and you will return to the garage.

Note: Saving is automatic in RACING EVOLUZIONE. The races you complete are saved as you go along.



There's no better publicity than racing against famous constructors. If you're good, and end up among the leaders, the corresponding increase in fame will stoke the general public's interest in your cars.

If you want to design new models, you need cash to invest in Research and Development (R&D). The money at your disposal is in direct proportion to your race results.

Try your best to win as many races as possible and let's rendezvous on page 12 to talk Development...

...Look behind you. Can you see the Race Calendar Mike's put up right there on the wall? It will help you in choosing the events you want to participate in. Press A to access the information and options for the Race Calendar.

• Choosing the Race

Four types of different racing environments are available. Use the Directional pad (up/down) to choose, and then confirm your selection by pressing A.

Two types of race are available:

• Free event

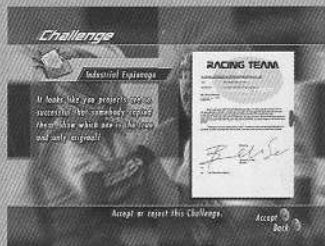
You choose to participate in single race.

• Championship

This competition involves 3 races one after the other. You cannot return to the garage during the races. What's more, there's a trophy waiting for the winner at the checkered flag...

The Challenges!

The Challenges are special events that will occur at random during the game. If you do well in a challenge you'll be rewarded with more than just a feather in your cap: the media covers these events in greater depth than the others. So go on, accept the Challenge: you might end up at the front of the pack ...and front page of a major magazine!



• If you don't succeed, you have two choices:

- You can simply continue, but lose the advantages of the Challenge and have to wait until the next...
- You can quit the game without saving, and have the chance to rerun the race preceding the Challenge. Who said you never get a second chance in life...?

• Car Setup

You can adjust the gearbox, the suspension system or the driving style (See below).

• 3, 2, 1, GO!

Line up on the starting grid!

Your car is beginning to take shape. Once it's finished and ratified you can participate in your first race!

You have five options when you are satisfied with the car. Press A for the menu:

• View Car (admire it from every possible angle...)

Left thumbstick left-right	Move camera left/right
Right thumbstick up-down	Zoom forward/backward

• Car Setup (Some of the settings are only available with highly advanced cars.)

Driving style	Normal	Good speed and a little skidding	All cars.
	Drift	Strong skidding is good for sharp curve, but you lose speed	
Gear Setup	Short	Good acceleration but top speed is reduced	Evolution cars only.
	Medium	A good compromise between top speed and acceleration	
	Long	Good top speed but acceleration suffers	
Downforce setup	Low	A low downforce allows you to obtain higher speeds, but roadholding is worse	Racing cars only.
	Medium	A medium downforce gives a balance between roadholding and speed	
	High	A high downforce gives maximum roadholding, but reduces speed	



- **Change Color** (The Paint Shop is there to serve if the color of your car is not to your liking...)
- **Test Track** (On a specially-designed circuit for all your prototype-testing needs.)
- **Car Type** (there are 3 types, Street – standard production model; Evolution – improved production model; and Racing - top flight series.

First Steps...

You've won a few races and the fame of your cars is growing along with your R&D funding: it's time to manufacture and sell your first 'on the road' model ready to drive off the lot. What do you know!? The first orders are already coming in...

Production

There you have it; they've just put in place a basic manufacturing unit. All right, so it's still a bit like a cottage-industry but it will do for the moment.

The Sales Chart can be viewed once you have installed a manufacturing unit. Press A to access the information on the chart.



- Sales: Current sales figures.
- Sales Objectives: Meeting sales objectives allows you to manufacture a new, more advanced, more powerful car.
- Research Funds: Get your research funds and sales objectives before launching a study into your project of your new car.

You have two types of strategy at your disposal

- You can design and manufacture new car models in the category you're in.
- You can continue your meteoric rise and keep accumulating research funds with the car you already have, patiently awaiting the right moment to launch the study of the very first model in a brand new category!

It's time to keep racing with your current vehicle: you've got a winner on your hands and it's selling like hotcakes. Pile those trophies to the sky... And keep repeating to yourself: "Sales, Fame, Sales, Fame...!"

Research and Development...R&D

Check out the Sales Chart to see if you are selling as you should be (thanks, of course, to your stunning race results). When you've reached your objectives, Mike will be in a position to create a temporary Research and Development unit to prepare future models. When that's done, you'll be able to choose a new blueprint.

Sales Chart	Sales
Roadster	350
New Roadster development: Research Funds=100	
SPORTCAR	0
New Sportcar development: Research Funds=300	
Supercar	0
New Supercar development: Research Funds=500, Roadster Sales=350, Sportcar Sales=100	
Research Funds	0
Sales chart and targets for developing a new category of cars.	
Back	



Build different prototypes in the different car categories as you progress through the game:

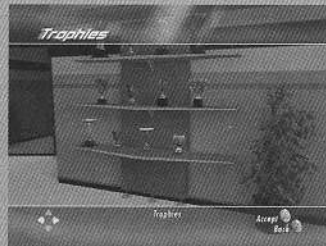
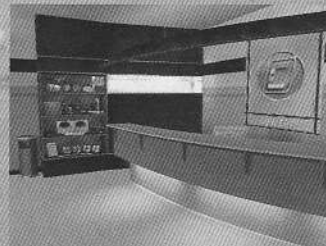
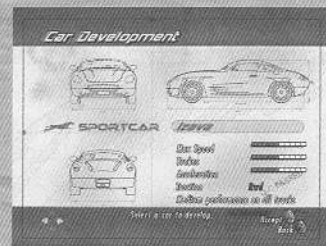
- **Roadster:** The basic category at the start of the game.
- **Sportscar:** Welcome to the racecar category.
- **Supercar:** A last hurdle before the category to come...
- **Dreamcar:** Forget absolutely everything you ever thought you knew about cars!

Reception...

Success does have its drawbacks, however: Mike complains that he can't handle all the calls coming in (poor guy) and, as a result, is neglecting the administration of the company. Judging from your dramatic success, you've got no choice but to expand the premises! The wing you add onto the garage will house your new offices and a much-needed Reception Area.

Carla Sanders, your secretary, just moved the ingame Options that were previously in that grubby little corner of the garage and gave them a new home on a magnificent set of shelves next to the reception desk.

A special trophy case has also been added to display all the championship trophies you will no doubt be winning in the near future...

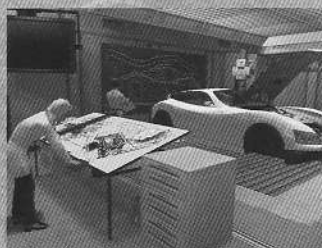
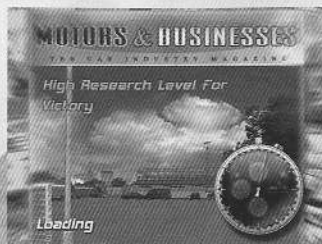




A world-class constructor - you?

You now have everything you need to transform your garage from cottage industry to fully-fledged factory.

Once you've collected enough financing you'll be able to replace your "rinky-dink" R&D units with a real honest-to-goodness R&D office as well as a section wholly devoted to the mass production of your consumer cars. Your company is in great shape so, once and for all, let's see you oust the market leaders and turn this industry on its head with these innovative cars of yours! Okay, enough talk; let's roll up our sleeves 'cause we've got work to do!!



Introduction to the staff:

• Mike Collodo:

This guy's your race engineer and your best friend to boot. Mike has tons of experience in motor sport engineering. He is "driven" by his work and ready to dream any dream you may have, as long as it's got something to do with engines, of course. Mike will always be there for you when you need a helping hand...



• **Carla Sanders (Secretary):**
efficient, professional and damn sexy!



• **Rebecca Johanssen (Production Manager):**
(Joined the team when you went from cottage industry to mass production.)

This businesswoman, in charge of sales as well as the industrial production of your company, knows how to get you motivated with words of wisdom and encouragement.



• **Benjamin Berkeley (R&D Manager):**
(Joined the team when your R&D went from "rinky-dink" to respectable.)

Benjamin is the R&D manager, no doubt about it; he's a true artist who is never at a loss for enthusiasm or ideas. He is "daddy" to all your future prototypes so take good care of him if you know what I mean...



Dream Mode will allow you to unlock a large selection of cars and circuits as you progress through the game.

Arcade mode

Quick Race

The "turnkey" race. Choose the type of environment: circuit and car (see: Choosing a Circuit and Choosing a Car on pages 17 and 18.) All you've got left to do is get out there and race.

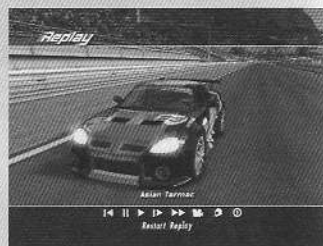
You will automatically have access to the "REPLAY" Mode upon completing the race.

• The Replay controls:

Use the Directional pad (left/right) to go from one control to another and confirm by pressing A.

Restart Replay / Pause / Play / Slow-Motion / Fastforward / Change Camera / Change Driver / Exit Replay

Try pressing on other buttons, you never know what might happen!



Time Attack

Choose the type of environment: circuit and car. This mode allows you to improve your performances on the chosen circuits. Once you've finished your first lap a ghost appears to help you improve your time on the following laps.

Note: The ghost represents your best lap time.

One-on-One

Two can tango out there on any track of your choice. Showdown!

In this mode, the screen is divided into two horizontal windows. Insert a second controller in any other controller port to activate and play in this mode.

Choosing a Circuit

4 types of environment are available spread over 3 great continents. Use the Directional pad (up/down) to choose, and select by pressing A.

- **City:** a circuit in the heart of the city. Be on your guard, especially at Milarde whose complicated circuits require nimble footwork between the brake and accelerator...

Europe / MILARDE
Asia / GYEGJU
USA / CARISVILLE



- **Mountain:** mountain road circuit. Sinuous roads more suited to technical driving skills than "ol' lead foot".

Europe / BRENTTHAUSEN
Asia / NAGYSHIMA
USA / SHOVELER PIKE



- **Racetrack:** created and built exclusively for races. Speed is priority number one, but watch out for those turns; they can still hold plenty of surprises...

Europe / HALHOFRING
Asia / FUKOHAMA
USA / KARSINGTON



- **Stadium/Speedway:** Try slipstreaming the car in front of you, especially out of the last turn before the checkered flag!

Europe / ZARADOZA
Asia / KAYSHIRO
USA / JEVSOL





Choosing a Car

These are the 4 categories:

- **Roadster:** Four cylinders engine going from 145hp to 200hp (can be to compared to, Toyota MR2, Mercedes SLK...)



- **Sportcar:** Six to eight cylinders engine with an average 250hp (can be to compared to, Toyota Supra, Ford Mustang...)



- **Supercar:** Eight cylinders engine for 350hp (can be to compared to, Chevrolet Corvette, Lotus Esprit...)



- **Dreamcar:** The most powerful car in the world, 10to 12 cylinders for an average of 500hp!



Some category can go through different evolutions:

- **Street:** industrial models with good performances.
- **Evolution:** tuned to become more powerful.
- **Racing:** made for competition.

Possible evolutions for each category:

Category/Evolutions	Roadster	Sportcar	Supercar	Dreamcar
Street	X	X		
Evolution	X	X	X	
Racing	X	X	X	X

Use the Directional pad (up/down) to choose the category that piques your interest then do the same with a car in one of the sub-categories, and confirm by pressing A.

HUD



The look of the speedometer and tachometer is changing with car's category and evolution...

OPTIONS

The Options allow you to change certain of the game parameters from the Main Menu:

Game settings

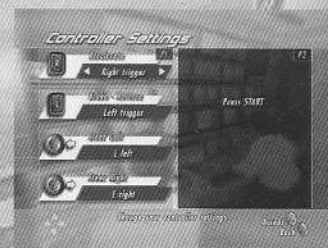
Difficulty Level	Easy Normal Hard
Driving Style	Normal / Drift
Opponents	Default / 1
Laps	1 to 9 / Default
Vibration	On / Off
Track Map	On Off
Camera View	Far Rear Bonnet Near the ground Last Near Rear
Speed Units	MPH KM/H
Time Attack Ghost Car	On Off
Dialogue Text	On Off
Help Text	On Off
Language	English / German / French / Spanish / Italian

Audio

Music Volume	Scale 1-10
Music	On Off
Special effects Volume	Scale 1-10
Special effects	On Off
Sound track selection	Game (default) 1-16

Controller Settings

This option allows you to change the configuration of your Xbox™ controller.



SAVING AND LOADING

RACING EVOLUZIONE performs two types of automatic saves:

• Dream Mode:

The progression of a Dream Mode game will be automatically saved...

- You can load a game after having chosen the Dream Mode and selected "Load a Game".
- You can load your games directly from the Garage (see: Saving and Loading in Dream Mode on page 3).

• Arcade Mode:

Autosave records general settings, such as the player's selected options, as well as the status of cars and circuits that have been unlocked for Arcade Mode and updates all new track records and fastest lap times automatically.